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| ☐ | L31 | L23 and audio adj3 conference | 1 |
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| ☐ | L24 | L23 and @ad<19970430 | 43 |
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| ☐ | L17 | L5 and attenuat$4 same volume | 8 |
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| ☐ | L15 | L14 and (sound adj3 decay) | 3 |
| ☐ | L14 | L4 and L5 and conference | 3 |
| ☐ | L13 | 5764750.pn. | 2 |
| ☐ | L12 | (real or live) and L10 | 0 |
| ☐ | L11 | real or live and L10 | 694695 |
| ☐ | L10 | 6895234.pn. | 2 |
| ☐ | L9 | 5,710,591.pn. | 2 |
| ☐ | L8 | (acs or audio conference server) and (sound adj5 decay) and network and 709/2$$.ccls. | 1 |
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## Spatialized Audio Rendering for Immersive Virtual Environments
ference 95, 1995. [8] G. Eckel. Applications of the cyberstage spatial **sound server**. In
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**1  Applications: Spatialized audio rendering for immersive virtual environments**          ■

Martin Naef, Oliver Staadt, Markus Gross
November 2002 **Proceedings of the ACM symposium on Virtual reality software and technology VRST '02**
**Publisher:** ACM Press

Full text available: 📄 pdf(917.70 KB)          Additional Information: full citation, abstract, references, citings, index terms

We present a spatialized audio rendering system for the use in immersive virtual environments. The system is optimized for rendering a sufficient number of dynamically moving sound sources in multi-speaker environments using off-the-shelf audio hardware. Based on simplified physics-based models, we achieve a good trade-off between audio quality, spatial precision, and performance. Convincing acoustic room simulation is accomplished by integrating standard hardware reverberation devices as used i ...

**Keywords:** 3D audio, spatially immersive display, virtual reality

**2  Reception and posters: Application of a content-based percussive sound synthesizer**          ■
**to packet loss recovery in music streaming**

Lonce Wyse, Ye Wang, Xinglei Zhu
November 2003 **Proceedings of the eleventh ACM international conference on Multimedia MULTIMEDIA '03**
**Publisher:** ACM Press
Full text available: 📄 pdf(318.71 KB)   Additional Information: full citation, abstract, references, index terms

This paper presents a novel method to recover lost packets in music streaming using a synthesizer to generate percussive sounds. As an improvement of the state-of-the-art system that uses a content-based audio codebook, the new method can greatly reduce the redundant information needed to recover perceptually critical lost packets.

**Keywords:** music streaming, packet error recovery, sound synthesis

**3  Handling audio and video streams in a distributed environment**          ■

Alan Jones, Andrew Hopper
December 1993 **ACM SIGOPS Operating Systems Review , Proceedings of the**

**fourteenth ACM symposium on Operating systems principles SOSP '93**, Volume 27 Issue 5

**Publisher:** ACM Press

Full text available: pdf(1.27 MB)     Additional Information: full citation, abstract, references, citings, index terms

> Handling audio and video in a digital environment requires timely delivery of data. This paper describes the principles adopted in the design of the Pandora networked multi-media system. They attempt to give the user the best possible service while dealing with error and overload conditions.Pandora uses a sub-system to handle the multi-media peripherals. It uses transputers and associated Occam code to implement the time critical functions. Stream implementation is based on self-contained segmen ...

4   VizSEC innovative visualizations session: CyberSeer: 3D audio-visual immersion for network security and management

Christos Papadopoulos, Chris Kyriakakis, Alexander Sawchuk, Xinming He

October 2004 **Proceedings of the 2004 ACM workshop on Visualization and data mining for computer security VizSEC/DMSEC '04**

**Publisher:** ACM Press

Full text available: pdf(439.86 KB)   Additional Information: full citation, abstract, references, index terms

> Large complex networks have become an inseparable part of modern society. However, very little has been done to develop tools to manage and ensure the security of such networks. Network operators continue to slave over endless daily logs and alerts in a struggle to keep networks operational. Perhaps the most formidable enemy of network operations today is the volume of management data that must be perused. Expensive commercial products attempt to visualize data but with limited utility, as wi ...

> **Keywords**: monitoring, network security, network visualization

5   An annotated bibliography of computer supported cooperative work

Saul Greenberg

July 1991 **ACM SIGCHI Bulletin**, Volume 23 Issue 3

**Publisher:** ACM Press

Full text available: pdf(4.27 MB)     Additional Information: full citation, abstract, references, citings, index terms

> Computer-supported cooperative work (CSCW) is a new multi-disciplinary field with roots in many disciplines. Due to the area's youth and diversity, few specialized books or journals are available, and articles are scattered amongst diverse journals, proceedings and technical reports. Building a CSCW reference library is particularly demanding, for it is difficult for the new researcher to discover relevant documents. To aid this task, this article compiles, lists and annotates some of the curren ...

6   Speech and ambiguous input: Mediated voice communication via mobile IP

Chris Schmandt, Jang Kim, Kwan Lee, Gerardo Vallejo, Mark Ackerman

October 2002 **Proceedings of the 15th annual ACM symposium on User interface software and technology UIST '02**

**Publisher:** ACM Press

Full text available: pdf(552.85 KB)     Additional Information: full citation, abstract, references, citings, index terms

> Impromptu is a mobile audio device which uses wireless Internet Protocol (IP) to access novel computer-mediated voice communication channels. These channels show the richness of IP-based communication as compared to conventional mobile telephony, adding audio processing and storage in the network, and flexible, user-centered call control protocols. These channels may be synchronous, asynchronous, or event-triggered,

or even change modes as a function of other user activity. The demands of these ...

**Keywords**: audio user interfaces, computer-mediated communication, speech user interfaces, ubiquitous computing

### 7 A SMART scheduler for multimedia applications

Jason Nieh, Monica S. Lam
May 2003 **ACM Transactions on Computer Systems (TOCS)**, Volume 21 Issue 2
**Publisher:** ACM Press

Full text available: 🔁 pdf(570.87 KB)    Additional Information: full citation, abstract, references, citings, index terms

Real-time applications such as multimedia audio and video are increasingly populating the workstation desktop. To support the execution of these applications in conjunction with traditional non-real-time applications, we have created SMART, a Scheduler for Multimedia And Real-Time applications. SMART supports applications with time constraints, and provides dynamic feedback to applications to allow them to adapt to the current load. In addition, the support for real-time applications is integrat ...

**Keywords**: Scheduling, multimedia, proportional sharing, real-time

### 8 Cyber-surfing: the state-of-the-art in client server browsing and navigation

Hal Berghel
April 1995 **ACM SIGICE Bulletin**, Volume 20 Issue 4
**Publisher:** ACM Press

Full text available: 🔁 pdf(402.17 KB)    Additional Information: full citation, abstract, references, index terms

Modern network technology has spawned an entirely new cybernetic experience: cyberspace surfing. This surfing is as much a social experience as an information gathering resource. While providing the communication infrastructure for an ever-increasing percentage of the global population, it is also becoming the focal point of an identifiable sub-culture of cybernauts who are attracted to the Internet as moths to light. There is every indication that the forthcoming cyberspace revolution will have ...

### 9 AudioStreamer: exploiting simultaneity for listening

Chris Schmandt, Atty Mullins
May 1995 **Conference companion on Human factors in computing systems CHI '95**
**Publisher:** ACM Press

Full text available: 🔁 pdf(243.87 KB) Additional Information: full citation, references, citings, index terms

### 10 Short papers poster session 3 - systems & applications: Musical extrapolation of speech with auto-DJ

Simon Wun, Chern-Han Yong, Ti-Eu Chan
September 2007 **Proceedings of the 15th international conference on Multimedia MULTIMEDIA '07**
**Publisher:** ACM

Full text available: 🔁 pdf(474.75 KB)    Additional Information: full citation, abstract, references, index terms

In recent years, personalized mobile phone ringtones have been in growing demand. This paper describes auto-DJ, which uses the phone owners' voices in software DJ's performances for creating their own personalized ringtones, with a focus on its scratched sound synthesis module. Scratching is the primary technique for playing the turntable as

a musical instrument - making "new" sounds from records by changing the rate of playing them with hand movements. A scratched sound synthesizer turns sou ...

**Keywords**: musical signal processing, scratching, sound synthesis

**11**  Expected, sensed, and desired: A framework for designing sensing-based interaction ■

Steve Benford, Holger Schnädelbach, Boriana Koleva, Rob Anastasi, Chris Greenhalgh, Tom Rodden, Jonathan Green, Ahmed Ghali, Tony Pridmore, Bill Gaver, Andy Boucher, Brendan Walker, Sarah Pennington, Albrecht Schmidt, Hans Gellersen, Anthony Steed

March 2005 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 12 Issue 1

**Publisher**: ACM Press

Full text available: 📄 pdf(1.97 MB)        Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Movements of interfaces can be analyzed in terms of whether they are expected, sensed, and desired. Expected movements are those that users naturally perform; sensed are those that can be measured by a computer; and desired movements are those that are required by a given application. We show how a systematic comparison of expected, sensed, and desired movements, especially with regard to how they do not precisely overlap, can reveal potential problems with an interface and also inspire new feat ...

**Keywords**: Sensing, augmented reality, interactive furniture, mixed reality, mobile and wireless applications

**12**  Arts session 3 - fluid art: Alternating from 1 to x and vice versa ■

Andrea Valle, Vincenzo Lombardo, Hairi Vogel

September 2007 **Proceedings of the 15th international conference on Multimedia MULTIMEDIA '07**

**Publisher**: ACM

Full text available: 📄 pdf(2.36 MB)        Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Alighiero Boetti is one of the most representative contemporary Italian artist and his opus is raising a constantly growing international interest. Many of his works can be realized on very different supports and make use of algorithmic procedures. This paper presents a concert-performance for piano, five video projectors, real-time audio-video processing, an interactive chessboard, and involves a pianist, a "director" and two "players". The multimedia event is directly related to a series of ...

**Keywords**: algorithmic composition, conceptual art, interactivity, multimedia applications, multimodal control interfaces

**13**  ENO: synthesizing structured sound spaces ■

Michel Beaudouin-Lafon, William W. Gaver

November 1994 **Proceedings of the 7th annual ACM symposium on User interface software and technology UIST '94**

**Publisher**: ACM Press

Full text available: 📄 pdf(1.02 MB)        Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

ENO is an audio server designed to make it easy for applications in the Unix environment to incorporate non-speech audio cues. At the physical level, ENO manages a shared resource, namely the audio hardware. At the logical level, it manages a sound space that is shared by various client applications. Instead of dealing with sound in terms of its physical description (i.e., sampled sounds), ENO allows sounds to be presented and

controlled in terms of higher-level descriptions of sources, int ...

**Keywords**: auditory interfaces, client-server architecture, multimodal interfaces, non-speech audio, sound

**14** Session 1C: human interactions and perceptions: Using a vibro-tactile display for enhanced collision perception and presence
Jonghyun Ryu, Gerard Jounghyun Kim
November 2004 **Proceedings of the ACM symposium on Virtual reality software and technology VRST '04**
**Publisher:** ACM Press
Full text available: pdf(1.14 MB)      Additional Information: full citation, abstract, references, index terms

One of the goals and means of realizing virtual reality is through multimodal interfaces, leveraging on the many sensory organs that humans possess. Among them, the tactile sense is important and useful for close range interaction and manipulation tasks. In this paper, we explore this possibility using a vibro-tactile device on the whole body for simulating collision between the user and virtual environment. We first experimentally verify the effect of enhanced user felt presence by employing lo ...

**Keywords**: multimodality, presence, sensory saltation, tactile interface, vibration feedback model, vibrator, virtual environments

**15** Interactive arts 1: interfaces for audio and music creation: Facilitating collective musical creativity
Atau Tanaka, Nao Tokui, Ali Momeni
November 2005 **Proceedings of the 13th annual ACM international conference on Multimedia MULTIMEDIA '05**
**Publisher:** ACM Press
Full text available: pdf(663.53 KB)      Additional Information: full citation, abstract, references, citings, index terms

We present two projects that facilitate collective music creativity over networks. One system is a participative social music system on mobile devices. The other is a collaborative music mixing environment that adheres to the Creative Commons license [1]. We discuss how network and community infrastructures affect the creative musical process, and the implications for artists creating new content for these formats. The projects described are real-world examples of collaborative systems as musica ...

**Keywords**: interactive music, online communities, peer-to-peer, sensor interfaces, social computing

**16** Designing audio aura
Elizabeth D. Mynatt, Maribeth Back, Roy Want, Michael Baer, Jason B. Ellis
January 1998 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '98**
**Publisher:** ACM Press/Addison-Wesley Publishing Co.
Full text available: pdf(1.14 MB)      Additional Information: full citation, references, citings, index terms

**Keywords**: VRML, active badge, audio, auditory icons, augmented reality, awareness, earcons, periphery

**17** Exploiting perception in high-fidelity virtual environments: Exploiting perception in high-fidelity virtual environments
**Additional presentations from the 24th course are available on the citation page**
Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez
July 2006  **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**
**Publisher:** ACM Press
Full text available: pdf(5.07 MB)  Additional Information: full citation, appendices and supplements,
   mov(68:6 MIN)                  abstract, references, cited by, index terms

> The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques in collaboration, graphical, auditory, and haptic rendering. We aim to show how human perception is exploited to achieve realism in high fidelity environments within the constraints of available finite computational resources.In this course w ...

> **Keywords:** collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

**18** Full papers: Gridjam
Jack Ox
April 2005 **Proceedings of the 5th conference on Creativity & cognition C&C '05**
**Publisher:** ACM Press
Full text available: pdf(2.31 MB)   Additional Information: full citation, abstract, references, index terms,
                  review

> In this paper Ox will continue the story of the 21st Century Virtual Color Organ™. At C&C4 (2002)[7] she told of the performance of Clarence Barlow's "Im Januar am Nil" and also the early concept of "Gridjam". She showed an early model of one of the Gridjam sounds which had been created at Loughborough University. This paper will trace the development of the project through the last two years of both the music and the visualized sounds.

> **Keywords:** ACCESSGRID, CAVE, color organ, computer music, electronic music, immersive art, intermedia, internet2, optiputer, timbre, visual music

**19** Session 1: multimedia networking: Multi-party distributed audio service with TCP fairness
Milena Radenkovic, Chris Greenhalgh
December 2002 **Proceedings of the tenth ACM international conference on Multimedia MULTIMEDIA '02**
**Publisher:** ACM Press
Full text available: pdf(252.69 KB)   Additional Information: full citation, abstract, references, citings

> Distributed Partial Mixing is an approach to creating a distributed audio service that supports optimisation of bandwidth utilization across multiple related audio streams (e.g. from concurrently active audio sources) while maintaining fairness to TCP traffic in best effort networks. Rate adaptation of streamed audio is difficult because of its rate sensitivity, the relatively limited range of encoding bandwidths available and the potential impact on the end user of rate-adaptation artefacts (su ...

> **Keywords:** TCP-fairness, adaptation, audio, congestion control, distributed partial mixing, mixing, multi-party audio

**20**  CMIFed: a transportable hypermedia authoring system
Lynda Hardman, Guido van Rossum, Jack Jansen, Sjoerd Mullender
October 1994 **Proceedings of the second ACM international conference on Multimedia**
          **MULTIMEDIA '94**
**Publisher:** ACM Press
Full text available: pdf(1.93 MB)     Additional Information: full citation, references, citings, index terms

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